SHADOWRUN®

BULLETS & BANDAGES

CATALYST game labs™

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JACKPOINT

CONNECTING TO JACKPOINT VPN...
...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS
›››LOGIN: XXXXXXXXXXXXX
›››ENTER PASSCODE: XXXXXXXXXXXXX
...BIOMETRIC SCAN CONFIRMED
YOU'RE IN. USE IT WELL.

» *"YOU NEVER WANT THE LAST SOUNDS YOU HEAR TO BE A BIOMONITOR."*

JACKPOINT STATS
Interaction rate: –3%
Posts per hour: +9%
Today's content quality (signal:noise): 4:2

LATEST NEWS
- <052476> Anyone want to skinny-dip in the Sound? – Glitch

PERSONAL ALERTS
- The American Medical Society has declined your application. Again.
- You have **3 new** private messages.
- Your internal **Q score** is 42 (down 10 points)
- You have **49 new responses** to your JackPoint posts.
- You have **3 new friend requests**; 1 friend has dropped you.
- **PDA:** Your dentist appointment has been rescheduled for 0915 next Tuesday.

THE INNER CIRCLE
You are visible to your closest 3 levels of contacts.
Your Eyes Only posts have been viewed 9 times
CurrentTime: May 24, 2076, 03:20

WELCOME BACK TO JACKPOINT, OMAE:
Your last connection was severed 2 days, 3 hours and 14 minutes ago.

TODAY'S HEADS UP
- Ripper docs always have business; just hope you paid the last bill and have someone available to keep an eye on you. —Bull

INCOMING
- The metaplanes explained, or just another magic user making shit up? [Tag: Aetherology]
- Who knew shooting people in the face for money had so many intricacies? [Tag: Assassin's Primer]

TOP NEWS ITEMS
- Detective Kelvin Masterson was found dead in a Loveland hotel room this morning with four kilograms of novacoke and a dead child prostitute in the shower. Knight Errant has not released a statement. Link
- DocWagon has confirmed three CRT ambulances were stolen last night. Their whereabouts and that of their crews are unknown at this point. Link
- <<0101000101>> Auction tonight at the Underground mall for a slightly used VTOL. Will be sold "as-is", don't be late. Link

WELCOME TO SHADOWRUN OPTIONS
The Options line is intended to introduce new concepts, play styles, or abilities to a group. While all rules in this series go through playtest, they are not considered official, and all groups are encouraged to read and discuss them thoroughly before incorporating them into a campaign. They will not be used in official products, Missions, or allowed in tournament play.

PRIMUM NON NOCERE

Kanai awoke to the sound of sirens and the strange, metallic taste of blood in his mouth. Opening his eyes, he found himself in a narrow alley, barely wide enough for an average troll to stand in. He was lying among a pile of discarded fibercore boxes soggy from the pollutant-laden rain. For a moment, he struggled to remember how he'd ended up there, but all too soon the events of the night's run came flooding back. He was pretty sure Nix was dead. The fate of his other teammates was less certain. There wasn't much time left.

Pushing up to his knees, Kanai looked down to see a pool of his blood on the pavement. It mingled with the falling rain and street grime to form an opalescent puddle that shimmered faintly in the dim light. The bullet had struck him in the chest, passing between the armored plates, shattering his ribs and tearing through his right lung. The medkit built into his body armor chirped an incessant AR warning about "hypovolemic shock" and instructed some unavailable third party to "apply direct pressure." He silenced the alarm with a quick hand gesture and groped around in the wet garbage for his pistol. Laughing in spite of himself, he shortly abandoned the search. He knew that in his current state, he was no match for the security forces pursuing him. Too weak to cast a healing charm, his only hope now was reaching the Doctor.

Stumbling down another alley, Kanai came upon his destination. The sturdy door was set into the foundation of a large building that used to be some kind of factory. It was solid metal with chipped green paint, and a metal slot slid open as he approached. Peering out of the darkness, Kanai could see a small pair of opaque black cybereyes.

"Mr. Grey, how wonderful it is to see you again!" The child's voice was tinged with sarcasm and bemusement. His unnatural eyes darted to the side to ensure the alley was empty. "We will require the usual deposit, of course." A panel on the doorframe slid open to reveal a worn palm scanner. Kanai placed his hand to authorize the required transfer, leaving behind a bloody palm print. With an ominous thud, a heavy bolt disengaged and the massive door swung open. He stepped into the cavernous darkness of the factory.

"Right this way." The street urchin slammed the heavy door behind him and led him into the bowels of the building. The place reeked of forgotten machinery, rust, and decay. In the darkness just beyond his vision, he could hear the sentinels that guarded the place shadowing his movements. On prior visits he had made the mistake of assensing them. Neither living nor dead, their auras were nauseating to behold, and he knew in his weakened state it was best not to think about them or how they came to be.

The kid led him into an enclosure fashioned out of plasteel frames draped in sheets of clear plastic. In the

center an articulating overhead light shone down on an antiquated surgical table. It was blindingly bright after the darkness of the factory, and his vision blurred as he stumbled forward and fought to maintain consciousness. In the shadows he could make out an array of equipment and stainless steal tables strewn with a ghastly assortment of surgical tools. Standing among them was the man he had come to see.

"Welcome back, Mr. Grey. It appears you've had a spot of bad luck." The Doctor was tall for a human, but the long fingers at the ends of his anodized black cyberarms made him freakishly gaunt. A smaller pair of ancillary cyberlimbs extended from the sides of his torso and a partially exposed cyberskull with opaque black cybereyes gave him the appearance of a humanoid spider waiting patiently for a fly.

"Now, if you would remove your armor, we'll just have a look at that wound." His arachnid arms busied themselves drawing up a syringe of milk-colored liquid. Kanai tensed as he drew near. A wave of panic welled up inside him, and for a brief moment he contemplated using his remaining strength to attempt a casting. Sensing his hesitation, the doctor paused. In the dim shadows, Kanai could see a sinister smile on his long face.

"Now, now! Don't worry yourself Mr. Grey. If I planned on robbing you of your precious organs, I would need only to wait another few minutes and I could take anything I wanted." He slid the needle into Kanai's arm with smooth precision and injected the sedative.

"No, my friend, you are far more valuable to me alive..."

COLLATERAL NUYEN

- A wise old accountant once told me "Blood on the street is money in the bank, but everything depends on who's paying and who's collecting." After almost thirty years in the shadows, I've learned to appreciate the truth in those words. Of course, Chrome was the kind of accountant who dealt with things that took place before and after such transactions. Most of us found our niche somewhere in the middle.

  It's been about five years since Butch and friends uploaded the *Augmentation* file. While that info is still relevant, nothing stays the same for long in this line of work, and anything as labile as the medtech field is certain to have changes. So I've asked our friendly neighborhood ripper doc to put together a series of updates. For the first installment, I asked her to focus on combat medicine and what happens when the bullets stop flying, since they tend to stop in places we don't like.
- Bull

- Ripper doc, huh? I take offense, old man.
- Butch

- All in good fun. And who are you calling old?
- Bull

DOCWAGON AT A GLANCE

- **Corporate Slogan:** "When your life is on the line, DocWagon is on the way."
- **Corporate Status:** AA
- World Headquarters: Atlanta, CAS
- **President:** Thomas Abston, M.D.
- **CEO:** Anderson Gentry
- **Major Divisions:** North America, South America, Europe, PanAsia
- **Notable Subsidiaries:** DocWagon Clinics, DocWagon Industries, Tactical Medicine Solutions Inc, Apex Pharmaceuticals

Founded in 2037, DocWagon is the world's first, largest, and most renowned armed medical response corporation. While their primary profit center remains delivery of subscription-based armed medical response, DocWagon also owns and operates a system of urgent-care clinics with a presence in most urban population centers throughout North America, Europe, and Asia. In addition, through a system of subsidiaries, most notably DocWagon Industries, the corporation is active in a wide range of research and development pursuits; including medtech, augmentation, and pharmaceuticals.

- DocWagon also holds exclusive contracts with a number of high-profile vehicle and drone manufacturers, including Ares, Hughs, and Aeroquip Designs. These companies manufacture and maintain DocWagon's various ambulance platforms.
- Rigger X

- DocWagon has managed to thrive over the years despite stiff competition, even outdoing various AAA megacorporations that have tried to replicate their success. Although they dominate public awareness in most of the major markets, various other outfits like Crash Cart (Evo), Info-Santes (Ares) and Medicarro (Aztechnology) have managed to carve out niche markets in certain areas, particularly South America.
- Butch

COMBAT MEDICINE 101

AUTHOR: DAVID HILL//UPLOADED BY: BUTCH

- I thought this file might be a good starting point. Captain Hill is a twelve-year veteran of Seattle's HTR Team 2 and a good friend of mine. He's a bit of an idealist (one of the few people in our world who still is), and he's saved my hoop a time or two. This is an introductory talk he recently gave to a new cadre of HTR medics. Not only does it give some insight into HTR training and operations, but it's also a pretty good primer on the ins and outs of being a combat medic.
- Butch

INTRODUCTION

Hello, and welcome to the DocWagon High Threat Response introductory training module. My name is Captain Hill, and I'm here to give you an overview of our training program. I also hope to give you some idea of what you're getting yourself into and what it really means to be part of our elite team. All of you are here because you've demonstrated the skills, determination, and bravery to be a HTR medic. But make no mistake about it, the next few weeks will include some of the most rigorous training any civilian medic can undergo. Each of you will be pushed to your limits, but with focus and hard work the knowledge you gain the in coming days will help you stay alive and be the best medics in the world. Let's get started!

- Geez, you weren't kidding when you said this guy was an idealist.
- Slamm-0!

HIGH THREAT RESPONSE

I think it's important to take a moment and ensure that each of you understands the nature of High Threat Response. Each of you has distinguished yourself working as part of a Standard Response Team, but your days of pulling wageslaves out of rollover MVCs and rescuing old ladies who fell down the stairs are over. I'm sure all of you have faced hostile aggressors in the line of duty. You wouldn't be here if you hadn't, but by its nature HTR is different.

Once you've completed your training and are assigned to an HTR team, every call you respond to will be dangerous. Hostile environments, enemy fire, extraterritorial conflicts, and hostage situations are all routine for an HTR team. The reality, ladies and gentlemen, is that although we are a civilian agency, you will be practicing combat medicine in every sense of the word.

It takes a special kind of person to do this job. Military commanders for generations have known that having men and women willing to charge into enemy fire to rescue their fallen comrades is a major moral boost for their troops. While the role of the combat medic hasn't changed much since its inception back in WWII, the civilian world we live in is becoming increasingly dangerous. As members of a DocWagon HTR team, our job is to extend that peace of mind to our premier customer base.

- Premier customer base? What kind of drek is that?
- Mika

- If you have to ask, you can't afford it.
- Bull

TEAM COMPOSITION

HTR teams are different than the Standard Response Teams (SRTs) you are used to. As you know, SRTs consist of four paramedics who crew a standard DocWagon ground ambulance. While armed, SRT paramedics are generally directed to use force only in defense of themselves and their equipment. If they meet resistance beyond their means, an HTR team is dispatched.

- That is, provided the client's contract is worth the expense. Otherwise the Docs just bug out and leave you bleeding in the street.
- Slamm-0!

An HTR team, on the other hand, consists of eight members and is usually airborne, although armored ground response units are used in some markets. Each team includes three specially trained combat paramedics and an onsite support rigger who pilots the ambulance and functions as a communications hub. The remainder of the team consists of four armed threat response personnel, all of whom undergo extensive training in extraction operations and close protection.

- While the official corporate terminology is "threat response personnel," in the field these guys are usually just referred to as "gunners". Don't let that fool you. While the vast majority of them are mundane, HTR teams occasionally include an adept or combat mage who replaces one of the standard gunners.
- Hard Exit

- I met an HTR gunner once who went by the name "Stretch." Most people thought it was because of his height, since he happened to be an enormous troll. Truth was the nickname was short for "stretcher."
- Mihoshi Oni

- The addition of a support rigger to each HTR team is a recent development. Previously, HTR teams had only seven members, but with the advent of the wireless Matrix and the prevalence of electronic warfare, maintaining communication security has become vital to HTR operations. The support rigger helps fulfill that need.
- Rigger X

While HTR teams are trained and equipped to deal with most situations, you will sometimes encounter challenges requiring specialized support. Most often this will entail working in conjunction with Crisis Response Teams, or CRTs, to deal with specific threats. This can include hazardous environments, natural disasters, bomb threats, or mass casualty scenarios, just to name a few. CRTs are made up of eight paramedics who undergo specialized training in various areas. They operate as two SRTs until called up to deal with whatever threat they are trained for.

Occasionally an HTR team will encounter heavy resistance or extenuating circumstances when tasked with rescuing a high-profile client. This necessitates a more aggressive response or greater tactical flexibility. In these situations, a Support Operations Specialist, or SOS, team is dispatched to assist the HTR team. SOS teams are mission-specific and highly variable. They range in size from a single individual to small teams of four or five, sometimes more. An SOS team may include hackers, drone riggers, combat magicians, snipers, or specialized adepts.

- These SOS guys sound like shadowrunners.
- /dev/grrl

- Sometimes that's a distinction without a difference, if you scan.
- Butch

- In addition to offensive combat magicians, SOS teams sometimes include a dedicated conjurer. On occasion they will send spirits into the fray to help rescue clients, but their major focus is on banishing hostile entities.
- Ethernaut

- I've heard rumors that the SOS also has access to a crack team of offensive hackers (including at least one technomancer) who can be called in remotely to deal with Matrix threats.
- Pistons

MEDICAL TRAINING

Combat medicine will be the cornerstone of your training. The SRT First Responder® course covers routine first aid and basic life support, but as HTR medics you will face challenges that will frequently exceed that level of training. Chief among these is the need to deliver care under fire.

SRTs generally respond to calls in low-intensity hostile environments. Often the SRT has enough tactical acumen to remove an injured client to the safety of a secured staging area. This allows SRT medics to deliver care under relatively safe conditions.

- This guy seems to have a rosy view of what SRTs do. I have a close contact who got her start in an SRT, and I can assure you she saw her share of not-so-low-intensity hostile environments.
- Bull

- SRTs are the workhorses of the DocWagon organization. They are routinely dispatched to rescue clients with Basic or Gold contracts who are injured in dangerous neighborhoods or by isolated acts of violence. They often operate without any backup or support. It would be incorrect to say they have an easy job.
- Traveler Jones

HTR teams, by contrast, operate almost exclusively in high-intensity hostile environments. When retreat to a secured staging area is not a viable option, an HTR medic is faced with the necessity of delivering lifesaving treatments while under enemy fire. As an HTR medic, you will receive advanced training in combat casualty care, advanced life support, basic surgical techniques, pharmacology, and of course triage. You will also receive focused training on treatment of penetrating, explosive, and magical injuries; environmental exposure; and infectious disease.

- The advanced training an HTR medic receives is on par with that of an intern or skilled nurse. They are trained to be as self-reliant and autonomous as possible, since relying on a Valkyrie module or support from a remote surgeon really isn't an option in a fight.
- Butch

TACTICAL OPERATIONS

Being the best medic in the world will do you no good if you die while trying to rescue your client. As the old saying goes, "a medic that can't fight is just another casualty waiting to be rescued." In addition to medical training, you will receive training in both offensive and defensive combat operations. This will include such basic skills as movement under fire, use of cover and concealment, situational awareness, and small unit tactics. You will be trained to operate in variable terrain including urban, wilderness, and hostile environments. In addition, you will be introduced to a variety of standard and non-standard weapon systems. In short, your combat training will be integral to your medical training, and just as important.

- Yikes! These HTR teams are no joke.
- /dev/grrl

- That's just the basic combat training the medics get. You should see the type of training HTR gunners undergo. We're talking CQB, basic demolitions, breaching and entering, fire direction and control—you name it. Don't assume that their defensive posture means they can't kick some serious hoop when the situation calls for it.
- Hard Exit

PHYSICAL TRAINING

The physical demands of this job can be daunting, and physical fitness is vital to your role as a combat medic. Over the next few weeks you will endure an intensive exercise program designed to promote peak fitness, athleticism, and the endurance you will need during sustained operations. In addition, you will receive introductory training in a variety of skills, including survival, infiltration, escape, and evasion.

VEHICULAR AND MATRIX OPERATIONS

As with combat operations, effective vehicular operations are vital to your mission. Our specialized ambulance platforms allow for rapid infiltration and extraction, while also providing additional support both in terms of firepower and specialized medical equipment. All of you are familiar with our standard ground ambulances, but in the coming weeks you will be introduced to other platforms including armored vehicles such as our custom Ares Citymaster, and air ambulances like the Hughes CRT helicopter. You will learn how to conduct safe medevac operations in a variety of conditions and how to deliver care in transit, often with the support of a remote trauma surgeon. In addition, you will receive basic instruction in piloting certain vehicles to prepare for the rare event when you may be forced to use those skills.

- In recent years DocWagon has adopted the use of unmanned medevac drones like the Aeroquip Dustoff. These allow for a ground-based SRT or HTRT to quickly advance into hostile territory, secure a small landing zone, and evacuate an injured client without risking one of their more expensive air ambulances.
- Rigger X

The wireless Matrix has had a dramatic impact on how our HTR teams function. While it allows for unprecedented information sharing and enhances situational awareness, the Matrix can also be used by a determined attacker to harm your team, your ambulance, or your client. For this reason, you will receive training in the use of a tactical network, as well as instruction in network security and Matrix defense.

- The addition of a dedicated rigger has greatly the flexibility of HTR teams. While these riggers are not as versatile in the Matrix as a spider, they are highly proficient in commsec and electronic warfare. Aside from piloting the ambulance, their top priority is maintaining a secure tactical communications network, which in turn allows for things like coordinated drone support, indirect fire (depending on the armament of the ambulance platform), and, most importantly, support from off-site combat hackers.
- Pistons

WEAPONS AND EQUIPMENT

In the coming weeks, you will be trained to operate and maintain a variety of medical equipment. This of course includes your HTR medkit with its top-of-the-line supplies and premium features, including access to DocWagon's extensive medical database and online help from a dedicated trauma surgeon whenever you need it. You will also be issued a variety of specialized medical devices such as autoinjectors, rapid infusers, and hand-held diagnostic imaging devices. These are essential when delivering care under fire, as there will be times when you cannot simply remove the patient to the nearest Valkyrie module.

- An HTR medic lives and dies by his medkit, and wouldn't be caught dead using one off the shelf. Each medic individualizes and supplements their kit and maintains it in an almost ritualistic fashion.
- Butch

HTR teams rely on a continuum of force ranging from non-lethal to lethal depending on the requirements of their mission. While your team's threat response personnel will be more involved in this aspect, every team member, including you, must be equipped and prepared to deliver whatever level of force necessary. As HTR medics, you will be trained in the use of standard-issue lethal and less-than-lethal weapons systems.

- The standard armament for an SRT medic is a Defiance EX Shocker and a Colt 2066 heavy pistol with both gel and standard ammunition. HTR medics generally carry the same, although there is some variation. Officially, the Colt M23 is the standard-issue weapon for threat-response personnel, but in reality gunners tend to tailor their armament to the market they operate in or for a specific mission. Individual gunners within a team will often adopt sub-specialized load-outs as well, so it's not uncommon to see at least one gunner with a shotgun, SMG, or other non-standard weapon.
- Red Anya

- That whole "continuum of force" thing is vital to DocWagon's ongoing PR efforts. Everyone knows they are a fee-for-service operation, but they like to cast themselves as heroic public servants, swooping in to save the helpless wageslaves victimized by senseless violence. Of course, it never hurts to have the tactical flexibility of a less-than-lethal option.
- Hard Exit

CONCLUSION

As you can see, becoming the best medic in the world entails a lot of training, and the next few weeks are only the beginning. There are a few things I can promise you. First, the road ahead will be long and challenging. Second, if you aren't up to the task your life will be painful and short. But third, and most importantly, with dedication, perseverance and old-fashioned hard work, each of you has what it takes to succeed. Our job is to help you reach that potential. Now, select from the menu below to get started!

- Thank God! I can't take any more of this drivel.
- Slamm-0!
- Like I said, it's essentially a pep talk for a bunch of green recruits. But it does give you an idea of what a combat medic does. It's not all bandages and bullets.
- Butch

- Butch is right. There isn't a vast difference between what Captain Hill is describing and the kind of training our medics need to operate in theater. Sure, there are differences between the civilian, para-military, and military sectors. But when the shooting stops and bleeding doesn't, having a trained medic on your team makes all the difference in the world.
- Picador

- Just as true in our line of work. Remember that many military and civilian medics eventually end up in the shadows, like my friend. Understanding their capabilities and training may keep you alive when things go sideways—which, eventually, happens to us all.
- Bull

GAME INFORMATION

While receiving wounds and being healed are everyday events in the Sixth World, the *Shadowrun* rules leave many of the details in the background to occur between runs or otherwise be ignored, depending on how interested the gamemaster and his group might be in the whole process. For groups that are interested, the addition of dedicated medic characters can offer some advantages and interesting gameplay options. Medic characters can expand the available roles on a team, facilitate more dramatic storytelling, and allow the gamemaster to introduce more potentially lethal threats. The following optional rules expand on the core *Shadowrun, Fifth Edition* and *Shadowrun, Twentieth Anniversary Edition* rulebooks. They are intended for groups who want to make medicine, healing, and medically oriented characters a more central theme in their campaigns.

BUILDING A MEDIC CHARACTER

The Sixth World is a rich setting, providing many options for medically oriented characters. In larger sprawls, conventional practitioners such as combat medics and street docs are commonplace, but these are hardly the only options. Less conventional healers are easy to find for those who know where to look and have the nuyen to pay. For example, magical healers, including formally trained medical magicians, potion-wielding apothecaries, and even the less-common specialized healer adepts, can be hired for the right price. In less-civilized places like the Barrens, self-taught ripper docs and street witches are the norm, whereas a variety of traditional healers can be found in tribal lands and wild places throughout the Sixth World. By the 2070s, some of these are even trickling into more populated areas. Any of these can be the basis for a dynamic and exciting *Shadowrun* character. The following section gives ideas about how to build such a character for your game.

METATYPE AND ATTRIBUTES

Any metatype can be used to build a medic character, but some metatypes offer distinct advantages, depending on the type of character you envision. For example, a classic combat medic charging into enemy fire to rescue his fallen teammates might benefit from a high Body attribute. In this regard one of the sturdier metatypes such as a dwarf, ork, or troll, might be a good option. Orks and trolls also tend to have higher Strength, which comes in handy when a medic has to throw a wounded comrade over his shoulder and bug out.

In any situation where lives are on the line, whether yours or those of your teammates, you can never go wrong having a little extra Edge. In fact, the ability to use Edge is a distinct advantage the metahuman medic has over a medical expert system like a medkit or autodoc. Human characters make great all-around medics, and their bonus to Edge can be a real advantage when the bullets start flying.

Many of the magical traditions that lend themselves to magical healing (e.g., Shamanic, Aboriginal, Christian) use Charisma to resist drain. In this regard, elves make excellent magical healers. In addition, if your gamemaster allows the optional character builds from the *Runner's Companion* for Fourth Edition, a free spirit or a magician with SURGE abilities can make ,an interesting and powerful magical healer.

For any medic character, Logic is a crucial attribute. Not only is Logic the linked attribute for the Biotech skill group, it is also the linked attribute for Knowledge Skills, which can be tapped for bonus dice when healing wounds, making a diagnosis, or treating disease. A high Logic rating can also be beneficial for unconventional healers like magicians.

SKILLS

The skills in the Biotech skill group are the core for an effective medic character. The First Aid and Medicine skills are the mainstays for most characters, especially those that have formal training in scientific or allopathic medicine. Even traditional and magical healers benefit from a solid understanding of First Aid and Medicine, and traditional healing modalities are included as specializations of the Medicine skill (for specialities refer to *SR4A*, p. 120, *Augmentation*). More specialized characters might also invest in the Surgery (*SR4A*) or Cybertechnology skills, depending on the character's background, training or team role, but these tend to be most useful during downtime and between runs. The Biotech Skill Rating Table gives examples of relative level of medical training for each skill level.

BIOTECH SKILL RATINGS (SR4A)

SKILL LEVEL	EXAMPLE
0	**Untrained:** "I saw this on the trid once"
1	**Beginner:** Average wageslave with basic CPR/ First Aid Certification
2	**Novice:** Medical, Nursing, or EMT student
3	**Professional:** Resident physician, registered nurse, or EMT
4	**Veteran:** Chief resident, veteran nurse, paramedic
5	**Expert:** Attending physician, fellow (with specialization), veteran paramedic
6	**Elite:** Sub-specialist physician (with specialization)
7	**Legendary:** Expert physician renowned within his field (likely with specialization)

BIOTECH SKILL RATINGS (SR5)

SKILL LEVEL	EXAMPLE
0	**Untrained:** Has some basic knowledge of anatomy, but nothing more
1	**Beginner:** Person who took a CPR course or learned some first aid as a Boy Scout or something
2	**Novice:** Med student, new hospital orderly
3	**Competent:** Good student, but not up to advanced coursework yet
4	**Proficient:** Intern, certified nurse's assistant
5	**Skilled:** Resident, licensed practical nurse
6	**Professional:** Doctor or registered nurse in practice for less than five years
7	**Veteran:** Doctor or registered nurse in practice for five years or more
8	**Expert:** Leader and/or supervisor in a practice or hospital
9	**Exceptional:** Award-winning practitioner, recognized in trade magazines as one of the best in their field
10	**Elite:** Top-flight practitioner at elite facility or university, sought after by wealthy clientele
11	**Legendary:** Pioneer of new, cutting-edge medical techniques
12–13	**Apex:** The absolute tops—CEOs of the megacorps fight each other to see these people

No matter how skilled a medic is in the healing arts, it will do him no good if he can't get to his patients. In the mean streets and wild places of the Sixth World, Combat and Physical skills are sometimes just as important as medical skills. Gymnastics (or Dodge for *SR4A* characters) can help a shadowrunner avoid incoming fire, and using Full Defense in combat can be an important tactic for medics. Stealth can help a medic reach a fallen teammate and carry them to safety without drawing attention. Of course, sometimes the best defense is a good offense, so it is always a good idea to have at least a little ability in select skills from the Firearms or Close Combat groups.

Technical and Vehicle skills make excellent adjuncts to a medic's primary skill set and enable the medic to fulfill a broader range of support roles for his team. Skills from the Electronics group, for example, can enhance the medic's knowledge base via Data Search in *SR4A* or Computers in *SR5*, or aid in repairing and modifying medical equipment with Hardware. They even may want to add some hacking skills so they can lend a hand in causing occasional Matrix-based mischief. Chemistry can help the medic analyze poisons and synthesize new drugs. Proficiency in the appropriate Pilot skill can be useful for driving an ambulance or getaway vehicle in a pinch. Perhaps even more useful is the Pilot Exotic Vehicle skill with specialization in Remote Operations, which will allow the medic's to treat patients remotely through a rigged medkit or autodoc.

Magical healers also need to invest in certain arcane skills depending on their particular approach to diagnosis and treatment. Most commonly this will include Spellcasting, which can be used to cast a wide range of Health spells. Assensing can be a powerful tool to aid in diagnosis (see **Diagnosis and Magic**, p. 15), and Enchanting can be used for the creation of healing charms, poultices and paints (for *SR4A*, see p. 71, *Street Magic*, or p. 45, *Parabotany*; *SR5* players should rely on the alchemy section of the core rulebook, p. 142). More specialized magical healers might also invest in skills from the Conjuring group if they intend to utilize spirits to aid in healing, or Counterspelling to help them force their way through spells or block spells before they become a problem.

Knowledge skills are useful to any shadowrunner but can be particularly valuable for a medic. In addition to the usual Street, Professional, and Interest-related knowledge skills that benefit any runner, a medic can use medically relevant Academic knowledge skills to enhance his ability to diagnose disease and heal injuries (see Biotech, Knowledge Skills and Data Search, p. 13). This usually entails knowledge of various basic sciences such as Anatomy, Genetics, Pharmacology, Toxicology, and Pathology. Magical healers can also benefit from carefully selected Knowledge skills; Fourth Edition players may want to check out the optional Mystic Healing rules on p. 123, *Augmentation*.

QUALITIES

Although you can have a well-rounded *Shadowrun* character without them, qualities are one of the ways to fully flesh out and distinguish your *Shadowrun* character, and there are a number of qualities suitable for a medic character.

The Aptitude and Exceptional Attribute qualities can increase a medic's healing potential or give him an edge in

some other area, such as combat or athletics. Medics have a dangerous job, and there are a number of qualities to improve the medic's survivability, including Quick Healer and Toughness. The Guts quality is both useful and characterful for a combat medic, and of course, being Lucky never hurts (Edge can be particularly useful in Fifth Edition when it comes to breaking limits).

Magical healers in Fourth Edition need to invest in either the Magician, Mystic Adept, or Adept qualities; in Fifth Edition they need to be sure to select a Priority that gives them magical abilities. Once they have magic abilities, healers may wish to enhance them with mentor spirits that can enhance their ability to cast health spells, such as Bear (p. 200, *SR4A*, or p. 321, *SR5*), Great Mother (p. 182, *Street Magic*), Horse (p. 182, *Street Magic*), Sun (p. 183, *Street Magic*) and others.

If you instead opt for a healer adept, there are a number of adept powers that can come in handy, as listed in the Adept Healing Powers table. Some of the powers not in the core book are in *Street Magic* for Fourth Edition and will be in the upcoming *Street Grimoire* for Fifth Edition.

These are just some of the interesting options available. The core *Shadowrun* rulebook (of either edition) and *Runner's Companion* (for Fourth Edition) include a wide range of additional positive and negative qualities you can use to give your character more depth or a special edge. The upcoming *Run Faster* for Fifth Edition will include some of these options.

ADEPT HEALING POWERS

POWER	REFERENCE
Analytics	p. 174, *Street Magic*
Astral Perception	p. 195, *SR4A*, or p. 309, *SR5*
Empathic Healing	p. 176, *Street Magic*
Enhanced Perception	p. 195, *SR4A*, or p. 309, *SR5*
Improved Ability	p. 196, *SR4A*, or p. 309, *SR5*
Improved Sense	p. 196, *SR4A*, or p. 310, *SR5*
Pain Relief	p. 179, *Street Magic*
Rapid Healer	p. 197, *SR4A*, or p. 311, *SR5*
Adept Centering (Metamagic)	p. 53, *Street Magic*, or p. 325, *SR5*
Attunement (Metamagic)	p. 53, *Street Magic*

GEAR AND OTHER RESOURCES

In addition to the usual armor, weapons, and equipment any shadowrunner might need, medic characters also require a range of specialized gear. First is a good medkit, which provides all the tools and supplies a medic needs to provide treatment to the sick and wounded. Specialized electronics such as biomonitors or a hand-held imaging device can be helpful for diagnosis. An auto-injector gun and a selection of specialized drugs can expand capabilities of a medic and his team.

Magicians should purchase any spell formulae, fetishes, or binding materials they might need for magical healing. While expensive, investing in a Spellcasting or Power focus can enhance a magician's healing abilities. Alchemists should also purchase enchanting equipment and specialized reagents to concoct their potions.

The addition of cyberware, bioware, and other augmentations can enhance a medic's combat and healing abilities. Augmentations that provide initiative bonuses, such as wired reflexes or synaptic boosters, can reduce the amount of time it takes a medic to stabilize wounds during combat (see Stabilization Tests, p. 253, *SR4A*, or p. 209, *SR5*). The addition of a cerebral booster or encephalon can increase the medic's dice pools for Biotech skills, either by increasing Logic directly or enhancing Logic-linked skills. Sensory enhancements such as an olfactory sensor, implanted chemical analyzer, or ultrasonic vision can aid in diagnostic and perception tests. More specialized cyberware, such as a cyberhand with snake fingers or cybereyes with microscopic vision, can also enhance the medic's surgical abilities. Gamemasters and players are encouraged to explore the various augmentations available.

NEW QUALITIES

This section describes new biotech and medicine-related qualities. For more information on qualities see p. 81, *SR4A*.

POSITIVE QUALITY

The following are positive qualities with a cost listed in build points (BP) for *SR4A* or Karma for *SR5*.

GIFTED HEALER

Cost: 5 BP or 2 Karma

A character with the Gifted Healer quality is particularly adept at one of the three tests detailed in the **Care Under Fire** optional rules (Stabilization, Diagnosis, or Treatment, p. 14). She receives a +1 dice pool bonus whenever performing the selected test, whether by magical or mundane means. Gifted Healer may only be taken once, meaning a character can only get the bonus for a single test, not two or three.

ILLNESS QUALITY

LEVEL	BP BONUS	TEST FREQUENCY	DP MODIFIER	TREATMENT COSTS
1 (Mild)	5 BP/Karma	Monthly	–1	1,000¥ / month
2 (Moderate)	10 BP/Karma	Weekly	–2	500¥ / week (2,000¥ / month)
3 (Severe)	15 BP/Karma	Daily	–3	100¥ / day (3,000¥ / month)

NEGATIVE QUALITIES

The following are negative qualities, which grant bonus build points (BP).

AGED

Bonus: 5, 10 or 15 BP, or 7, 14, or 21 Karma

Aged characters have been around the block a time or two and lived to tell about it. They have made mistakes, but they were tough, smart, or just plain lucky enough to survive them. For each decade of life at age 50 or above, a character with the Aged quality gains 5 build points or 7 Karma (+5 or +7 for ages 50-59, +10 or +14 for ages 60-69, +15 or +21 for ages 70+). Additionally, for each decade of age, the character gains 5 bonus points worth of Knowledge skills, but his physical attribute maximums, including the maximum augmented attributes, are each reduced by 1. At the gamemaster's discretion, the character may face bonuses or penalties to certain social interactions, due to people's biases and prejudices about his advanced age. Note that this quality may only be taken at character creation.

HARROWED

Bonus: 15 BP (*SR4A* only)

Sometimes dying isn't the worst thing in the world. A character with the Harrowed quality has seen the other side but was too tough, too mean, or too stupid to stay dead. While he may have survived to tell his tale, he lives a haunted life straddling the line between the living and the dead. The character gains the effects of the qualities Critter Spook (p. 117, *Runner's Companion*), Nasty Vibe (p. 114, *Runner's Companion*), and Spirit Bane [spirits of man] (p. 96, *SR4A*). In addition, the threshold for any Treatment, Stabilization, or Healing test performed on the character (as opposed to *by* the character), including those made by magical means, is increased by 1. At the gamemaster's discretion, any character who uses a Hand of God (p. 75, *SR4A*) or Not Dead Yet (p. 57, *SR5*) to survive what would otherwise be a fatal encounter may gain the Harrowed quality during game play.

ILLNESS

Bonus: 5, 10, or 15 BP or 5, 10, or 15 Karma

A character with the Illness quality has a chronic medical condition that requires ongoing treatment to prevent complications and possibly annoying effects. Depending on the level of the quality, the character must periodically succeed in Body + Body (3) Test or their Illness will flair, causing negative dice pool modifiers affecting all tests. If the character keeps up with the necessary medical treatments (pills, injections, inhalers, potions, procedures, etc.; the gamemaster can develop a specific regimen based in the illness), the threshold for this test is reduced by 1. The Illness Quality Table shows the build point/Karma bonus, dice pool modifier and frequency of tests for each level, as well as the cost for ongoing medical treatment. At the gamemaster's discretion, the Illness quality can be removed permanently through a combination of surgery and genetic therapy at a cost equal to 12 times the monthly treatment cost.

PREGNANT

Bonus: 15 BP or 9 Karma

Even in the darkness of the shadows, miracles can happen. A female character can choose the Pregnant quality only at character generation. The character starts the game with a new pregnancy, which will proceed through three trimesters of roughly three months each. Gamemasters may wish to adjust the length of the three trimesters based on the average gestational period for the character's metatype. Each trimester, the character gains additional negative effects as detailed on the Pregnancy Quality Table. After the third trimester, the character gives birth, at which point the Pregnancy quality is replaced with either a 15 BP/9 Karma Dependent quality (p. 104, *Runner's Companion* or p. 80, *SR5*) or some combination of Lost Loved One (p. 105, *Runner's Companion*), Big Regret (p. 102, *Runner's Companion*) or other suitable negative qualities totaling 15 build points or 9 Karma. Note that characters may still get pregnant after character creation; they just don't receive the Karma bonus as a result.

PREGNANCY QUALITY

TRIMESTER	EFFECTS
First	Nausea (–1 to all tests if the character has not eaten within 1 hour)
Second	Nausea, Fatigue (Every [Body] combat turn of vigorous activity the character gains an automatic box of Stun damage, which cannot be resisted. For each Complex Action the character spends resting, remove one box of accumulated Fatigue.)
Third	Nausea, Fatigue, Reduced Physical Attributes (–1 to all physical attributes until delivery)

ADVANCED BIOTECH RULES

BIOTECH, KNOWLEDGE SKILLS, AND DATA SEARCH (OPTIONAL RULE)

The practice of medicine is extremely information-intensive, especially in the advanced and rapidly evolving scientific environment of the the Sixth World. Often success or failure hinges on a practitioner's store of knowledge; that is, what she knows and how she applies that knowledge to a given clinical situation. For this reason, Knowledge Skills often play an important role in the diagnosis and treatment of medical ailments.

At the gamemaster's discretion, a character can utilize a relevant knowledge skill to improve his chances on a particular Biotech test. Gamemasters are encouraged to use this option only for unusual situations or for dramatic effect. The character rolls the appropriate Knowledge Skill + Logic against a threshold determined by the gamemaster. Each hit at or above the threshold adds a +1 dice pool modifier to the subsequent Biotech test. The maximum number of bonus dice should not exceed the character's Knowledge Skill.

Alternately, a character can attempt to obtain the necessary information by referencing a digital medical text, accessing a medical database or searching the Matrix. In this case, the character rolls a Data Search + Browse Extended Test in *SR4A* or Computer + Intuition Test in *SR5* against a threshold determined by the gamemaster. See the Matrix Search Table (p. 230, *SR4A*, or p. 241, *SR5*) for threshold guidelines. If successful the character gains the same bonus detailed above. The maximum number of bonus dice should not exceed the character's Data Search skill or Browse program rating, whichever is lower, in *SR4A*, or their Computer skill in *SR5*. Note that in *SR4A*, if the character is performing the Data Search during combat, he will need to expend Complex Actions as appropriate (p. 230, *SR4A*).

BIOTECH ACTIONS

The following section briefly describes medically oriented actions characters might take during combat as part of the Action Phase. For more information about Actions see p. 146, *SR4A*, or p. 158, *SR5*.

FREE ACTIONS

- **Change linked device mode:** A character may use a Free Action to activate, deactivate, or switch modes on a single device to which she is linked via direct neural interface or wireless link (p. 146, *SR4A*, or p. 163, *SR5*).

SIMPLE ACTIONS

- **Apply slap patch or dressing:** A character may use a Simple Action to apply a slap patch, trauma patch, or specialized dressing such as an emergency field dressing (see p. 163, *War!*) or HemostatiX dressing (see **Biotech Gear**, p. 22).
- **Attach biomonitor:** Attaching a biomonitor is a Simple Action.
- **Rapid assessment:** A character may expend a Simple Action to briefly assess an injured character in a fashion similar to the Observe in Detail action (p. 147, *SR4A*, or p.165, *SR5*). The character makes a First Aid + Intuition (2) Test. If successful, he gains a general sense of the patient's status (alive or dead, in distress, badly wounded, etc). At the gamemaster's discretion, net hits may increase the quality or amount of information gained. Note that this is different than a formal Diagnosis Test.

COMPLEX ACTIONS

- **Attach Medkit/Start IV:** Applying all the leads, wires, tubes, and sensors required for autonomous operation of a medkit requires a Complex Action. See Components and Capabilities, p. 16 for further details. This routinely involves starting an IV, which allows the character to inject intravenous drugs or toxins as a Simple Action.
- **Control Device (Command):** The Control Device Complex Action is used for remote operation of a medkit or autodoc. See p. 229, *SR4A*, or p. 238, *SR5* for further details.
- **Diagnose Wounds/Illness:** A character may perform a Diagnosis Test with a Complex Action as detailed in the Care Under Fire optional rules. See Diagnosis Tests, p. 15 for further details.
- **Improvise Medical Supplies:** A character without proper medical supplies can expend a Complex Action to improvise as described in Improvised Medical Supplies (p 18).
- **Inject Drug/Toxin:** Injection of an intravenous drug or toxin is a Complex Action unless the character has already performed the Attach Medkit/Start IV action detailed above, in which case it becomes a Simple Action.
- **Treat Wounds:** Performing a Treatment Test requires a Complex Action as detailed in the Care Under Fire optional rules. See Treatment Tests, p. 15, for further details.
- **Stabilize Wound:** Performing a Stabilization Test requires a Complex Action as detailed in the Care Under Fire optional rules. See Stabilization Tests, p. 14, for further details.
- **Use Biotech Skill:** Use of a Biotech skill for any other purpose requires a Complex Action, per the standard rules.

CARE UNDER FIRE (OPTIONAL RULES)

Under ideal conditions, medical care is delivered following a logical sequence of steps. A sick or injured patient is first stabilized to prevent imminent death or progression of their disease. Next, a diagnosis is sought by means of physical exam, diagnostic testing, and research. Once the diagnosis is established, effective treatment can begin, which ultimately facilitates healing.

Of course, shadowrunners aren't generally known for doing things under ideal conditions. Often a medic character will be charging into enemy fire and rendering aid under the least ideal conditions imaginable. Usually there isn't enough time to definitively treat wounds in the midst of combat, and the medic is forced to temporarily stabilize his patient until he can get them to a safer environment.

The following optional rules introduce an alternate approach to wounds and healing designed to integrate a medic character into the action of *Shadowrun*'s combat system.

DAMAGE PROGRESSION

Under the basic *Shadowrun* rules, damage accumulates in an incremental fashion with each successful attack (except in situations where a character exceeds his Physical Condition Monitor and begins to accrue Overflow Damage at a rate of 1 box per (Body) combat turns). When using the Care Under Fire optional rules, damage from all but the most minor wounds continues to progress, accumulating additional boxes of damage, until stabilized by means of a successful Stabilization Test, which is described below. This represents ongoing physiological changes associated with traumatic injuries such as blood loss, shock, failure of various organ systems, and so forth.

With this rule, whenever a character takes 5 or more boxes of physical damage from a single attack, the damage continues to progress, adding 1 box every (Body) combat turns in a manner similar to Overflow. Wound modifiers accrue as normal and the character remains conscious until his Physical Condition Monitor is exceed (see rules on p. 162, *SR4A*, or p. 100, *SR5*). If the injured character's Physical Condition Monitor is exceeded, the damage progression continues into Overflow, which will ultimately lead to the character's death unless they are Stabilized.

STABILIZATION TESTS

Under the basic *Shadowrun* rules, Stabilization Tests are used to stop the accumulation of lethal Overflow damage in critically wounded characters. When using the Care Under Fire rules, Stabilization Tests also halt Damage Progression in similar fashion. In addition, Stabilization Tests can be used to negate the effects of Wound Modifiers, described below. This represents use of pain medications and stimulating combat drugs to get the injured character back on his feet and into the fight.

To stabilize an injured runner, the character rendering aid must succeed on a First Aid + Logic (variable, Complex Action) Extended Test. The threshold for this test is the total number of boxes of physical damage the injured character has accumulated. This includes any damage from prior injuries, as well as any progressive damage added while the Stabilization Test is underway. Apply any dice pool modifiers from the Healing Modifiers Table (p. 253, *SR4A*, or p. 208, *SR5*). Stabilization of critically injured characters who have exceeded their Physical Condition Monitor is handled in the same way. Simply add any accumulated Overflow Damage to the total number of boxes for the purposes of calculating the threshold. If a critically injured character cannot be stabilized before his Overflow exceeds his Body, he dies.

If, however, the Stabilization Test is successful, the injured character stops accumulating additional damage. The wounds stabilized in this way have not been healed, so no damage is removed from the character's Condition Monitor. The injured character is still subject to any Wound Modifiers accrued, but each net success on the Stabilization test reduces the total wound modifiers by 1. The character rendering aid can chose to continue until all Wound Modifiers have been negated. The negation lasts for a number of hours equal to the First Aid skill rating of the character who performed the test. At the end of that period, wound modifiers return to their normal level based on the remaining amount of damage the character has.

Additionally, a Stabilization Test can be performed to negate wound modifiers for non-progressive damage, including Stun. The threshold for the Stabilization Test is equal to the total number of boxes on the injured character's Condition Monitors (Including both Stun and Physical damage). Apply any appropriate dice pool modifiers from the Healing Modifiers Table (p. 253, *SR4A*, or p. 208, *SR5*). Each net hit on this test reduces the total Wound Modifiers by 1; the character rendering aid can chose to continue until all Wound Modifiers have been negated.

STABILIZATION AND MAGIC

When using the Care Under Fire optional rules, magicians can choose to treat damage using a Heal spell in the usual fashion (See Treatment and Magic below) or stabilize progressive damage using the Stabilize spell. This requires some modifications of the Stabilize spell (p. 208, *SR4A*, or p. 289, *SR5*). First, the spell's Force must equal or exceed the total number of boxes the injured character has accrued by Damage Progression and Overflow when the spell starts. Drain is resisted after casting in the usual fashion, but any damage added while the spell is being sustained adds to the Drain and the length of time the spell must be sustained before it becomes permanent. The Drain Value of the spell is equal to (Progressive Damage + Overflow Damage) / 2, rounded up. In effect this means that the spell must be

sustained a number of turns equal to the total boxes of Progressive Damage and Overflow Damage being stabilized. If successfully cast, the spell prevents the injured character from taking any further damage from Progression or Overflow. Net hits on the casting test reduce the time required by 1 Combat Turn each.

The Resist Pain spell can be used to reduce Damage Modifiers without modification.

USING TRAUMA PATCHES AND CRASH

When using Care Under Fire, the application of a trauma patch or administration of the drug crash (see **New Drugs, Toxins, and Pathogens**, p. 19) allows an injured character to make a Stabilization Test using their Body attribute at the end of each Combat Turn. If dosed by a medic character prior to rendering aid, the use of a trauma patch or crash adds the patient's Body attribute to the medic's dice pool for the subsequent Stabilization Test.

DIAGNOSIS TESTS

When time allows, a medic can gain valuable information by assessing his patient to determine the severity of any injuries or the extent of an illness. This is done by means of a Diagnostic Test (Extended Medicine + Logic [variable, 30 minutes]; see p. 125, *Augmentation* for more details). When using the Care Under Fire optional rules, the Diagnostic Test requires a Complex Action. The medic rolls his Medicine + Logic or First Aid + Logic against a threshold determined by the gamemaster. The Diagnosis Threshold Table gives suggestions for thresholds based on various conditions. Apply any appropriate dice pool modifiers from the Healing Modifiers Table (p. 253, *SR4A*, or p. 208, *SR5*). If the injured character is fitted with a biomonitor, the medic gains an additional +1 dice pool bonus for this test, not compatible with the use of a medkit.

PREGNANCY QUALITY

THRESHOLD	INJURIES	ILLNESS/ INTOXICATION
1	Light (1–2 boxes)	Obvious etiology or toxin
2	Moderate (3–5 boxes)	Common etiology or toxin
3	Severe (6–9 boxes)	Rare etiology or toxin
5+	Critical (10+ boxes)	Exotic etiology or toxin

If the Diagnostic Test is successful, the medic gains a +2 dice pool bonus to subsequent Stabilization or Treatment Tests. A glitch on the Diagnostic Test may indicate that the medic has missed an important detail or finding (reduce the dice pool bonus to +1 or 0), whereas a critical glitch may mean that the medic has misdiagnosed the patient altogether (-2 to subsequent Stabilization or Treatment tests).

GLOSSARY

Etiology: The study of causation or origination
Antiemetic: Nausea suppressing drug, sometimes used to suppress sea sickness.
Tomography: Imaging through sections using a penetrating wave.

DIAGNOSIS AND MAGIC

In addition to the conventional Diagnostic Test described above, Awakened healers can evaluate wounds and diagnosis illnesses by magical means. This can be done in one of two ways. First, any magician capable of Astral Perception can make a diagnosis by Assensing the injured character. The magician must expend a Complex Action to make an Assensing + Intuition Test with a threshold determined by the gamemaster using the guidelines described above. If successful, the magician gains the same +2 dice pool bonus for any subsequent magical or mundane attempts at Stabilization or Treatment.

Alternately, a magician can successfully cast the Diagnose spell (p. 123, *Street Magic*; Fifth Edition version coming soon). Use the same guidelines to determine the threshold. If successfully cast, the magician gains the same +2 dice pool bonus for any subsequent magical or mundane attempts at Stabilization or Treatment.

TREATMENT TESTS

After stabilizing an injured character and diagnosing the nature and extent of their injuries, the medic can then turn his attention toward definitive treatment of the wounds. Usually this is done outside of combat whenever possible, but sometimes circumstances dictate otherwise.

When attempting to treat wounds in combat, the optional Care Under Fire rules call for a Treatment Test. Unlike Stabilization, successful treatment of wounds removes damage from the injured character's Condition Monitor. The character rendering aid must succeed in a First Aid + Logic (2) Test as described in the core rulebook (p. 252, *SR4A*, or p. 205, *SR5*). The standard rules apply with the following exceptions. First, unless the injured character has exceeded his Physical Condition Monitor, a successful Treatment Test will also stabilize him, halting any further Damage Progression. If the character has exceeded his Physical Condition Monitor and is accumulating Overflow Damage, a Stabilization Test is still required to halt the ongoing damage. Second, if the injured character has been previously stabilized, net hits on the Treatment Test reduce

the damage by 2 boxes each. The maximum number of net hits that can be applied in this manner is equal to the medic's First Aid skill or Medkit rating, whichever is higher (see **Using Medkits and Autodocs**, p. 17).

Use of the Medicine skill outside of combat to aid in healing is unchanged from the standard rules (p. 253, *SR4A*, or p. 207, *SR5*).

TREATMENT AND MAGIC

Magical healing by means of the Heal spell is unchanged from the standard rules with one exception. Unless the injured character has exceeded his Physical Condition Monitor, a successfully cast Heal spell automatically stabilizes him, preventing any further damage from accumulating. If the character has exceeded his Physical Condition Monitor and is accumulating Overflow Damage, a Stabilization Test is still required.

ADVANCED MEDKIT AND AUTODOC RULES

Since medkits and autodocs play only a background role in most games, the basic rules presented in *Shadowrun* core rulebook, along with *Arsenal* and *Augmentation*, are streamlined for simplicity and ease of use. Although the basic rules assume that all medkits and autodocs have similar features and capabilities, there are some important distinctions. The following optional rules are designed for gamemasters and players who want more detailed game mechanics; they can also serve to clarify the basic rules.

MEDICAL EXPERT SYSTEMS

Published *Shadowrun* materials describe a number of systems that can deliver autonomous medical care using a variety of different terms: medkit, autodoc, stabilization unit, and more. All of these describe different medical expert systems and/or computers that analyze medical data and direct patient care. Medical expert systems generally fall into two categories. A medkit, as the name implies, is a kit that contains medical supplies as well as a medical expert system. Medkits can operate autonomously in a limited role by monitoring a patient's biometric status, giving medications, administering gases, and more, but they often require a metahuman operator for hands-on tasks. An autodoc, on the other hand, is a medical expert system built on a more functional drone platform that is usually self-propelled and generally includes robotic appendages With these added features, an autodoc can perform a more robust range of hands-on tasks and is designed to function independently from a metahuman operator. The Crash Cart Autodoc (p. 350, *SR4A*), Evo Orderly (p. 120, *Arsenal*) and Valkyrie module (p. 146, *Arsenal*) are all examples of autodocs.

COMPONENTS AND CAPABILITIES

Like almost every device in *Shadowrun*, medkits and autodocs have a wireless-enabled microcomputer that analyzes data and manages their various functions. All medkits and autodocs are loaded with medical content of varying complexity, ranging from basic drug databases and anatomy tutorials to complex diagnostic algorithms and step-by-step walkthroughs for simple surgical procedures. This content can be a resource for skilled users or a guide for the unskilled. It also functions as a fund of knowledge for the device itself when operating autonomously. In any of these situations, this data can be accessed using a Data Search + Logic Test (*SR4A*) or Computers + Logic (*SR5*) to augment any medical tests (Biotech, Knowledge Skills, and Data Search, p. 13), but the net hits on this test are limited to the rating of the device.

All medkits and autodocs function as drones with varying capacities for autonomous operation and rigger control. When using the advanced rules, assume that all medkits and autodocs have a Pilot Rating equal to their Device Rating unless otherwise stated. See **Using Medkits and Autodocs** below for more information about how the Pilot Rating comes into play. Generally speaking all autodocs are equipped with rigger adaptation, but this feature is only standard on higher-level medkits (Rating 4 and above). Lower-level medkits (Rating 3 and below) require after-market modification. This costs 250 nuyen and requires a Logic + Hardware (4, 2 hours) Extended Test.

As noted above, one important distinction between medkits and autodocs is their ability to perform procedural tasks such as placing IVs, dressing wounds, and performing simple surgeries. Generally speaking medkits cannot move under their own power and are not equipped with robotic arms. Unless a medkit is modified to include these features, it will function in a somewhat passive role (monitoring the patient's biometrics, pushing drugs, etc.) and will require a metahuman user to perform crucial hands-on tasks (including the initial setup test described below). Conversely, autodocs have these capabilities by definition. As such, an autodoc can setup its own biomonitors, place IVs, apply slap patches, dress wounds, and even act as a skilled assistant (p. 253, *SR4A*, or p. 208, *SR5*). Note an important exception to the above is the Valkyrie module, which cannot move under its own power but for all other intents and purposes acts as an autodoc installed in a vehicle.

Medkits and autodocs both use a preprogrammed Profession [First Aid/Medicine] autosoft when performing Biotech skill tests (p. 114, *Unwired*). When using these advanced rules, assume that the medkit or autodoc's autosoft is equal to its Rating unless otherwise stated. These autosofts are designed to function similar to an activesoft or tutorsoft when guiding an unskilled user, but they do not grant the user an active skill in the same way an activesoft does. The unskilled user is at the whim of the device's medical expert system and must follow the instructions

the device gives him in order to proceed to subsequent steps. Although similar in function, an autosoft designed for a medkit cannot be used for an autodoc, due to the functional differences noted above. For the most part this should not affect game play, but the gamemaster may require players to upgrade their autosoft when modifying a medkit—such as adding robotic arms, for example.

All autodocs and medkits have a wireless biomontior, which is attached to the patient in order to collect data on the patient's health status and vital signs. All but the simplest medkits (Rating 3 and higher) have intravenous infusion capabilities and most have a facemask for delivery of oxygen or other gases. Higher level medkits can also analyze blood, expired air, sweat, or other fluids. Attaching all the necessary leads, wires, and tubes to the patient takes time, which in game terms requires a medic to make a successful Logic + First Aid (4; 1 Complex Action) Extended Test. Medkits and autodocs can also subscribe to a patient's worn or implanted medical devices (biomonitors, autoinjectors, etc.) in advance or with a Log On or Enter/Exit Host complex action (p. 231, *SR4A*, or p. 239, *SR5*).

Both medkits and autodocs stock basic medical supplies such as bandages, splinting materials, disposable syringes, commonly used drugs, and a selection of surgical tools. The quality and versatility of these supplies is dependent on the medkit or autodoc's rating, but any stocked medkit or autodoc will negate the -3 dice pool modifier for lacking medical supplies (p. 253, *SR4A*, or p. 208, *SR5*). Medical tools and supplies can be purchased separately to restock a medkit or for independent use by a skilled metahuman medic (see **Expending Medkit Supplies**, pg. 18).

The Medkit Component Table gives examples of what one can expect to find in a given medkit or autodoc based on rating. Note that the higher a medkit's rating, the more supplies it contains and the larger it is. The table also lists concealability modifiers for a given medkit rating, along with a more detailed optional cost structure for use with the advanced rules.

USING MEDKITS AND AUTODOCS

Medkits and autodocs can be used in different ways and function differently when used by a skilled medic versus an untrained layman. Most of the time, a medkit or autodoc will be used under direct control by a metahuman operator. In this situation the medkit or autodoc's Rating acts as a positive dice pool modifier to the appropriate Biotech skill test. When used by a skilled operator, the medkit or autodoc presents the user with diagnostic algorithms, useful tips, and treatment suggestions based on an inventory of the available of supplies. When used by an unskilled operator, the medkit or autodoc enters a tutorial mode and presents the user with easy-to-follow step-by-step instructions.

Note that under the basic *Shadowrun* rules, when a medkit is used by an unskilled operator the medkit's Rating is substituted for the user's Biotech skill, which pre-

MEDKIT COMPONENT TABLE

RATING	EXAMPLE CONTENTS	OTHER CAPABILITIES	SIZE (CONCEAL MOD)	COST
1	Supplies: bandages, tape, scissors, alcohol or iodine irrigation, oral pain and nausea meds Expert System: basic drug database, anatomy tutorial, disease wiki	None	Large pocket (–2)	100¥
2	Supplies: as above plus splints, disposable syringes, selection of IV drugs for push, antibiotics, flashlight, trauma sheers Expert System: basic disease summaries, extensive drug database	None	Small pouch or fanny pack (–1)	400¥
3	Supplies: as above plus airway supplies, IV tubing, selection of IV drugs for infusion, oxygen mask, thermal blanket Expert System: simple diagnostic algorithms, clinical calculators, detailed disease summaries	IV infusion, gas administration	Large pouch or fanny pack (+0)	900¥
4	Supplies: As above plus, basic surgical tools, selection of slap patches or autoinjector Expert System: advanced diagnostic algorithms, guide to simple procedures	Analysis of body fluids, rigger adaptation	Small backpack or duffel bag (+1)	1,600¥
5	Supplies: as above plus injectable nanite-based treatments, StatScan hand-held imager Expert System: online Matrix support, guide to advanced procedures	Hand-held imaging	Large backpack or duffel bag (+2)	2,500¥
6	Supplies: as above plus full surgical tools, sterile drapes, anesthetic gases, etc. Expert System: expert Matrix help (with subscription), step-by-step guide to simple surgeries	DocWagon pay-per-use medevac service	Oversized duffel bag or larger (+3)	3,600¥

vents defaulting. Under the advanced rules, the medkit's Rating acts only as a dice pool modifier and does not act as a substitute for the appropriate Biotech skill or prevent defaulting.

Like other Matrix-enabled devices, medkits and autodocs can also be controlled remotely by means of a Command program or through jumping in. During remote operation, the medic uses the appropriate Biotech skill, but his Logic attribute is replaced with the rating of his Command program (if using remote control) or the device's Response rating (if jumping in). While Command and Response are not directly equivalent to Logic, effective medical treatment under remote operation is limited by the decreased maneuverability and versatility of the medkit or autodoc's drone platform. Such remote operations are further subject to a -2 dice pool modifier as detailed in the core rulebook (p. 253, *SR4A*, or p. 208, *SR5*) as well as in *Augmentation* (p. 125). However, the medkit or autodoc's Rating is still added as a positive dice pool modifier to these tests.

All medkits and autodocs are also capable of autonomous operation to varying degrees. Under the basic *Shadowrun* rules, medkits use only their Rating to perform tests when operating autonomously. Under the advanced rules, however, medkits and autodocs both use their Pilot + Rating for Biotech skill tests. In this case their Rating represents their pre-programmed Profession [First Aid/Medicine] autosoft.

The Medkit Dice Pools Table below shows the dice pools for Biotech skill tests under different conditions.

MEDKIT DICE POOLS

SITUATION	DICE POOL
Unskilled user, no supplies, no medkit	[Logic – 4]
Skilled user, no supplies, no medkit	[Logic + Biotech] – 3
Unskilled user with supplies	[Logic – 1]
Skilled user with supplies	[Logic + Biotech]
Unskilled user with medkit (direct control)	[Logic – 1] + Rating
Skilled user with medkit (direct control)	[Logic + Biotech skill] + Rating
Unskilled user with medkit (remote control)	[Command – 1] + Rating – 2
Skilled user with medkit (remote control)	[Command + Biotech skill] + Rating – 2
Unskilled user with medkit (jumped-in)	[Response – 1] + Rating – 2
Skilled user with medkit (jumped-in)	[Response + Biotech] + Rating – 2
Medkit or Autodoc (autonomous operation)	[Pilot + Rating]

EXPENDING MEDKIT SUPPLIES

While medkits contain a small selection of reusable items, the majority of a medkit's contents are single-use disposables. Under normal circumstances a medkit or autodoc contains enough supplies to treat a number of patients equal to its Rating. Each time the device is used to treat or stabilize a set of wounds this supply limit is reduced by one. Note that this does not affect the actual Rating of the device or reduce the positive dice pool modifier it grants. However, if the supply is reduced to zero, the medkit or autodoc will no longer negate the -3 dice pool modifier listed in the basic rulebook (p. 253, *SR4A*, or p. 208, *SR5*). Supplies can be purchased separately to restock a medkit or autodoc, or for use by a character operating without such a device (p. 337, *SR4A*, or p.450, *SR5*).

IMPROVISED MEDICAL SUPPLIES (OPTIONAL RULE)

Sometimes a skilled medical character may find themselves without medical supplies in a time of need. In such cases, an industrious runner can improvise supplies using whatever ordinary objects or materials are available. For example, she might use a belt for a tourniquet, tear clothing to use as bandages, or even perform simple surgery with a drone repair toolkit. In situations where a character is required to improvise medical supplies, she expends a Complex Action and makes an First Aid + Intuition Test. Each hit on this test reduces the –3 modifier for lacking medical supplies (p. 253, *SR4A*, or p. 208, *SR5*) by 1 to a minimum of zero. The amount of time subsequently required to administer First Aid is increased by 50 percent (multiply the time by 1.5) to represent extra time spent modifying objects and materials for unintended uses. Ultimately the gamemaster should determine whether there are adequate materials available for the character to use in improvisation.

UPGRADING MEDKITS (OPTIONAL RULE)

Using the advanced rules, players may want to upgrade a medkit in order to gain a larger dice pool bonus from a smaller package. The main advantage of upgrading a medkit is to avoid the concealability modifiers and bulk associated with larger kits. The dice pool bonuses granted by a medkit are not solely dependent on the Ratings of its software or the quality of the supplies it contains, but a combination of the two. Thus, upgrading a kit in-

volves reinstalling higher-Rating software, adding more detailed medical content, and switching out the kit's contents for a streamlined selection of higher-quality tools and supplies.

Only medkits rated 4 or lower can be upgraded in this way. To upgrade a medkit, the character pays an additional sum equal to the cost of the kit and makes a Cybertechnology + Logic Extended Test. The threshold for this test is the medkit's Rating + 2, and the interval is 1 hour. If successful, the medkit Rating is increased by 2, but it retains its original size and concealability modifier. The medkit's supply limit is also unchanged; the number of patients the medkit can treat before restocking is equal to the original Rating. Autodocs cannot be upgraded in this manner, but their individual pilot and autosoft Ratings can be increased per the standard rules for upgrading drone software.

NEW DRUGS, TOXINS, AND PATHOGENS

DRUGS

CRASH

Duration: Special

Effect: Special

Crash is an injectable form of the potent vasoactive and stimulant drugs found in a trauma patch. When given intravenously, crash allows the subject to make a Stabilization Test per the standard rules for trauma patches (p. 338, *SR4A*, or p. 451, *SR5*). If you are using the Care Under Fire rules, see **Using Trauma Patches and Crash**, p. 15 for further details.

CRYO

Duration: (30 - Body) minutes

Effect: Slows Progressive and Overflow Damage

Cryo is a cocktail of potent paralytics, analgesics, and sedatives used to dramatically lower a subjects metabolic rate. When infused using a rapid infuser (see Biotech Gear, p. 22) the drug induces a state of suspended animation in a fashion similar to slab (p. 76, *Arsenal*). This dramatically slows the accumulation of Progressive and Overflow Damage, allowing more time for Stabilization and treatment of wounds. Unlike slab, however, cryo has its effects rapidly reversed when the infusion is stopped. Character's receiving a cryo infusion accumulate an additional box of Progressive or Overflow Damage every (Body x 4) Combat Turns. A single dose of cryo lasts approximately 30 minutes, but the duration is shorter for larger metahumans. During the infusion, the subject is incapacitated and cannot take any actions. Upon stopping the infusion, the character regains consciousness after (Body) combat turns. Thereafter he suffers a -4 dice pool modifier to all tests, which is decreased by 1 every (Body) Combat Turns until reduced to 0.

HEMOSYNTH

Duration: (Body) Combat Turns

Effect: Reverses Progressive and Overflow Damage

HemoSynth is an advanced blood replacement product containing genetically designed plasma proteins with high oxygen-binding capacity. When administered to a character suffering from Damage Progression (p. 14) or Overflow, HemoSynth temporarily reverses the accumulation of damage and improves their chances of surviving until they receive medical treatment. HemoSynth comes in doses called units and requires a rapid infuser (**Biotech Gear**, p. 22). Each unit requires a number of combat turns equal to the subject's Body attribute to infuse. Upon completion of the infusion, the subject rolls Body x 2, and each hit removes one box of accumulated Progressive or Overflow Damage. Damage cannot be reduced below the base damage that caused Progression or Overflow. Note that the subject has not been Stabilized and will continue to accumulate damage during and after the infusion until Stabilization occurs.

NANOSCAN

Duration: 24 hours

Effect: Injectable nanite biomonitor

NanoScan is an injectable suspension of the soft nanites routinely used in a nano-biomonitor (p. 39, *Augmentation*). Upon injection the sensor nanites circulate through the subject's body and begin transmitting biometric data, which is then collected by a small external receiver rather than an implanted diagnostic processor. The receiver retransmits the data to a subscribed commlink or medlkit. Since it lacks the implanted components of the nano-biomonitor, the system degrades quickly and becomes ineffective after 24 hours. If the subject has a pre-existing nano-hive, the system lasts a number of days equal to the hive's rating.

NEOSTIGMINE

Duration: 10 x 1d6 minutes

Effect: Counteracts the effects of Paralysis

Neostigmine is an older drug used to treat toxic exposure to nerve agents and other chemicals that cause neuromotor dysfunction. When administered to a character suffering from the effects of Paralysis (p. 254, *SR4A*, or p. 409, *SR5*), double the subject's Reaction for the purposes of determining paralysis. Neostigmine also halves the duration of Paralysis from one hour to thirty minutes.

ONDANSETRON

Duration: 10 x 1d6 minutes

Effect: Counteracts the effects of Nausea

Ondansetron is a powerful anti-emetic drug that works rapidly on the central nervous system to relieve nausea. When administered to a character suffering from the effects of Nausea (p. 254, *SR4A*, or p. 409, *SR5*), double the subject's Willpower for the purposes of determining incapacitation. Ondansetron also halves the duration of Nausea from ten to five minutes.

ONDANSETRON		
DRUG	AVAIL	COST (PER DOSE)
Crash	3	800¥
Cryo	8R	1,000¥
HemoSynth	4	2,000¥
NanoScan	5	500¥
Neostigmine	2	100¥
Ondanstron	2	50¥
Sugammadex	6	100¥

TOXINS

DREAD

Vector: Injection
Speed: 1 Combat Turn
Penetration: 1
Power: 8
Effects: Disorientation, Panic (see description)

Dread is a cocktail of psychedelic and panic-inducing drugs including CCK-5, beta carboline, and psilocybin. Subjects exposed to the toxin are overcome by a wave of drug-induced fear characterized by an overwhelming urge to flee from the perceived source (similar to the critter power Fear). If he fails the standard Toxin Resistance Test, a character affected with dread must make a Composure Test with a threshold equal to the remaining Power of the toxin. If unsuccessful the character cowers in fear and is unable to act that turn except to flee. The character must repeat the above Composure Test at the start of each turn, with the standard cumulative -2 dice pool modifier per attempt, in order to take any action.

PICROTOXIN

Vector: Ingestion
Speed: 1 Combat Turn
Penetration: 0
Power: 8
Effects: Agony, Physical Damage

Picrotoxin is a powerful poison made from the fruit of the climbing plant *Anamirta cocculus*. Victims unlucky enough to ingest the toxin are wracked with powerful convulsions, which lead to incapacitation if unresisted, meaning the victim cannot act until the toxin's Power is reduced to 0. Once the Power is reduced to 0, the victim needs two Combat Turns to shake off the effects, so they still cannot act. The following Combat Turn the victim can act, though with a -3 penalty to all actions. This penalty is reduced by 1 each Combat Turn until it his 0.

RETRO

Vector: Inhalation
Speed: 1 Combat Turn
Penetration: 0
Power: 6
Effects: Agony, Paralysis, Physical Damage

Retro is a catchall term that refers to a crudely synthesized mixture of antiquated neurotoxic agents like cyclosarin, phosgene, or VX. While these aren't as sophisticated or effective as newer agents, they are cheap and relatively easy to produce. This has lead to a resurgence in their use among various low-budget militaries, insurgents, and even some violent gangs. If unresisted, retro causes paralysis, spine-wrenching convulsions, and ultimately death by asphyxiation.

ROCURONIUM

Vector: Injection
Speed: 1 Combat Turn
Penetration: 0
Power: 10
Effects: Paralysis

Often referred to as "Rock," rocuronium is a powerful paralytic agent with a rapid onset. It has few side effects and can be quickly reversed using a specialized drug call Sugammadex, which reduces the remaining Power of the toxin by -2 every Combat Turn after injection.

ROCURONIUM		
TOXIN	AVAIL	COST (PER DOSE)
Dread	12R	1,000¥
Picrotoxin	8R	250¥
Retro	10F	500¥
Rocuronium	6R	50¥

PATHOGENS

CRYPTOCOCCUS METAFORMANS

Vector: Contact (Astral)
Speed: 1 month (6)
Penetration: 0
Power: 3
Nature: Fungal (Awakened)
Effects: Aural wasting (see description), Nausea

Cryptococcus metaformans is a rare Awakened fungus that contaminates Astral environments and has been known to cause opportunistic infections in astrally active beings. The resultant disease is characterized by malaise, failure to thrive, and chronic astral wasting, which weakens the victim's aura over the course of months and can lead

to death if left untreated. Any character that uses Astral Projection or Perception in a contaminated area is at risk. If infected the character's Essence is temporarily reduced by the power of the disease (with accompanying reduction in Magic as appropriate). If properly treated (usually through the use of a Cure spell) the victim recovers 1 point of Essence every 24 hours until they return to their baseline. However, if at any time the character's Essence is reduced to zero, the patient is incapacitated by the illness. If they do not receive some form of healing or stabilization within twelve hours of falling unconscious, they die.

CYPHER

Vector: Inhalation, injection
Speed: 12 hours (10)
Penetration: 0
Power: 4
Nature: Viral
Effects: Disorientation, Stun Damage, Memory Loss (see description)

Cypher uses a genetically engineered retroviral vector to encode data into a subject's genome, which can subsequently be retrieved by gene sequencing. Subjects are usually infected using an inhaler, and they suffer from a mild, flu-like illness, which persists throughout the infection. Encoded data remain viable for the duration of the infection, but quickly degrade once the infection is cleared. Unfortunately, the viral vector has a propensity for attach to neural cells of the hippocampus, so short- or long-term memory loss can be a particularly troublesome side-effect.

If the subject is voluntary, reduce their dice pool for the initial Disease Resistance Test by 2. If at any time the Power of the infection exceeds the subject's Logic, they suffer memory loss. Such characters must pass a Memory Test with a threshold equal to (Current Power - Logic) in order to use Knowledge Skills or recall any information learned within the past twelve to twenty-four hours. Resources equivalent to a medical facility (p. 124, *Augmentation*) are required to encode the virus. A medical shop is required to retrieve the data, which may also be encrypted per the standard rules.

CYPHER

TOXIN	AVAIL	COST (PER DOSE)
Cypher	16R	5,000¥

RED MASQUE

Vector: Inhalation
Speed: 1 day (6)
Penetration: 2
Power: 4
Nature: Viral
Effects: Disorientation, Decreased Mental Attribute

Red masque is a lethal biochemical warfare agent developed by the United States during the early part of the 21st century. Designed for aerosol delivery and high infection rates, the virus attacks the central nervous system causing weakness, loss of mental function, disorientation, delirium, and death. Early symptoms include red blotches on the skin, excessive nasal secretions, and hair loss. If an individual is infected, reduce their Strength, Logic, and Willpower by the unresisted Power of the disease. If at any time any of these attributes are reduced to zero, the character dies.

NEW SPELLS AND POWERS

SPELLS

DEATH REPLAY (DETECTION/ACTIVE, DIRECTIONAL)

Type: M **Range:** T
Duration: S **DV:** F / 2 (*SR4A*), F - 3 (*SR5*)

This spell gives the subject information about the immediate cause of death for a recently deceased creature and the circumstances surrounding their demise. The subject experiences the last few moments of the victim's life through blurred visions and visceral sensations, which can be quite unnerving if the victim suffered an unnatural death. The spell must be cast within a number of hours from the time of death equal to the victim's Essence (so if it's a dead street sammie, you'd better hurry). Net hits on the casting test determine the information provided, as noted on the Detection Spell Results table (p. 198, *SR4A*, or p. 286, *SR5*). If the victim's death was particularly violent, the gamemaster may call for a Composure Test with a threshold equal to any appropriate Background Count (p. 117, *Street Magic*) in order to use the spell.

INCISION (MANIPULATION/PHYSICAL)

Type: P **Range:** T
Duration: S **DV:** (F / 2) + 1 (*SR4A*), F - 2 (*SR5*)

This spell alters the cellular structure of a subject's skin and underlying tissues to create an opening, which can be used for surgical procedures or implantation. It has found increasing popularity among Awakened patients and wealthy individuals, who widely believe it provides better cosmetic results. The length of the incision is equal to the Force in centimeters, and the incision closes as soon as the spell is no longer sustained. Use of the spell reduces damage from surgery by 2 DV (p. 125, *Augmentation*). In addition, any visual Perception Tests to detect implants made with the help of this spell receive a -2 penalty.

ADEPT POWERS

FEIGN ILLNESS

Cost: 0.5 power points

This power allows an adept to mimic the signs and symptoms of an illness with enough accuracy to convince all but the most skilled observer. The power even creates real physiological changes such as fever and increased heart rate, which can fool a biomonitor or medkit. The adept can maintain the power for a number of hours equal to his Magic attribute. Any attempts to diagnose the illness as false must exceed a threshold equal to the adept's Magic attribute.

FEIGN DEATH

Cost: 1 power point

Like the Feign Illness power, Feign Death allows the adept to mimic death with enough accuracy to fool observers, biomonitors, and even medkits. The adept can maintain the power for a number of hours equal to her Magic attribute. The adept sets a time limit when she will come out of the comatose state; the only way to wake her up early is to send a message via a Mindlink spell containing a pre-arranged trigger phrase. Physical contact, injury, loud noise, and so on have no effect on the death-mimicking adept. Any attempts to diagnose signs of life must exceed a threshold equal to the adept's Magic attribute. The adept is unaware of her surroundings while in this state; she doesn't hear any conversations taking place or see who is coming and going in their surroundings.

TRANSMIT DAMAGE

Cost: 1 per level

This power allows an adept with Killing Hands to channel any physical damage he has taken into an unarmed attack and transmit it into his target. The attack is resolved using the standard rules for unarmed combat. For each box of unresisted physical damage the adept deals to his opponent, remove one box from his Physical Condition Monitor. The maximum number of boxes that can be transferred in this way is equal to the adept's level in the power. Stun damage cannot be transmitted.

NEW GEAR

BIOTECH GEAR

VASOTECH AUTOINJECTION GUN

The Vasotech Multidose Autoinjector System is a favorite among military and civilian combat medics. These compact handheld devices resemble a pistol. When pressed against a subject's skin, the autoinjector rapidly sterilizes a small field and administers an injection from a multidose drug reservoir. The MD-9 model features a single larger reservoir that stores up to nine doses, whereas the newer MD-3X model features three smaller reservoirs, each of which holds up to three doses. In game terms, an autoinjector allows a medic to administer an injectable drug with a Simple Action. Changing reservoirs with the MD-3X requires a Simple Action, unless the device is controlled with a direct neural interface, in which case it's a Free Action.

VASOTECH RAPID INFUSER

The Vasotech Rapid Infuser is a small, portable device that uses miniaturized rotary pumps to rapidly infuse drugs or fluids through an IV line. A Rapid Infuser is necessary for administration of certain infusion drugs such as HemoSynth and cryo. In addition, any drug or toxin administered with a Rapid Infuser has its Speed set to Instant.

DOCWAGON HEMOSTATIX DRESSING

Developed by DocWagon in partnership with Apex Pharmaceuticals, the HemoStatiX dressing treats bleeding in the field effectively and promptly through a combination of mechanisms. The dressing is impregnated with hemostatic drugs, which activate on contact with blood. This also triggers a contraction of the dressing that applies pressure to the wound. In game terms, application of the HemoStatiX dressing requires a First Aid + Logic (2) Test to apply (in *SR5*, the Mental limit applies). If successful, the interval for accumulation of Progressive or Overflow Damage is increased to (Body + 2) Combat Turns.

GE STATSCAN

The STATscan is a handheld medical imaging device that uses multimodal imaging technology, predictive simulation, and advanced computer tomography to generate a realistic AR overlay of a patient's internal anatomy. The device emits a visible light, which can be seen by observers. When used for Diagnosis Tests, the STATscan adds +2 to the medic's dice pool. The system can also be built into a cyberhand, which requires 2 open capacity slots.

BIOTECH GEAR

ITEM	AVAIL	COST
MD-9 Autoinjection Gun	4	1,000¥
MD-3X Autoinjection Gun	6	1,500¥
Rapid Infuser	4	1,000¥
HemostatiX Dressing	6	500¥
STATscan	8	2,500¥

ARMOR AND ARMOR MODIFICATIONS

PNEUMATIC ANTI-SHOCK GARMENTS

The pneumatic anti-shock garment (PAG) is a lightly armored, full-body suit that incorporates pneumatic compression devices throughout the torso and limbs. The suit is generally worn under clothing or other armor, and it requires subscription to a biomonitor. When bleeding is detected, the suit applies targeted direct pressure to slow blood loss and acts as a system of tourniquets that slows the flow of blood to the injury. This slows the rate at which the wearer accrues Progressive or Overflow Damage to (Body + 2) Combat Turns. However, activation of the suit limits mobility, meaning someone wearing an activated suit receives a -2 dice pool modifier to any Agility tests or skills. The system is also available as an armor modification for armored suits.

DRAG HANDLE

A relatively simple modification, the drag handle is a strap anchored to the back of an armored jacket, vest, or suit that allows an injured character to be dragged or carried with greater ease. The Drag Handle adds +2 dice to Lifting and Carrying Tests (p. 139, *SR4A*, or p. 152, *SR5*) to move the character.

ARMOR AND ARMOR MODS

ITEM	B/I	CAPACITY	AVAIL	COST
PAG Suit	3 / 0	4	6	500¥
PAG modification	—	[6]	6	500¥
Drag handle	—	[1]	—	50¥

DRONES

AEROQUIP M.E.D.-1 "DUSTOFF" MEDICAL EVACUATION DRONE (LARGE AERIAL DRONE)

Designed and marketed by Aeroquip Industries, the Dustoff is a VTOL-capable medical evacuation drone that is seeing increased use among military forces and civilian armed responders. DocWagon frequently uses the drone when its SRT teams arrive on scene to find an unanticipated critically wounded client. The drone features a heavily armored patient compartment equipped with a Valkyrie module. Its large size can make it an easy target, especially during takeoff and landing.

Similar Models: Crash Cart Airlife, Federated-Boeing Seraphim

Std. Upgrades/Accessories: Armored patient compartment (treat as enhanced rigger cocoon without control interfaces), Improved Takeoff and Landing 2, Rigger Adaptation

SHIAWASE CADUCEUS "CAD" 7 (MEDIUM ANTHROFORM AUTODOC DRONE)

The Cad-7 is an advanced anthroform platform equipped with a full range of autodoc capabilities. It has seen widespread popularity in hospitals throughout Asia and North America. An up-armored variant was recently introduced, which is being marketed to military organizations as a cost-effective replacement for trained medics in high-threat theaters of operation.

Similar Models: MCT Kangohei, Ares Corpsman

Std. Upgrades/Accessories: Mechanical arms (x2) with Snake Fingers, Rigger Adaptation, Special Equipment (Medkit 4), Walker

Note: The Caduceus 7 acts as a Rating 4 Autodoc.

DRONES (SR4A)

HANDL	ACCEL	SPEED	PILOT	BODY	ARMOR	SEN	AVAIL	COST
Aeroquip Dustoff								
0	30/150	300	3	8	8	3	10R	12,000¥
Caduceus 7								
+2	5/10	30	4	3	3	3	12R	16,500¥

DRONES (SR5)

HANDL	ACCEL	SPEED	BODY	ARMOR	PILOT	SEN	AVAIL	COST
Aeroquip Dustoff								
3	4	4	4	5	4	3	10R	12,000¥
Caduceus 7								
4	1	2	5	3	2	1	12R	16,500¥